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WALT DISNEY'S

DONALD DUCK

AND FRIENDS

DONALD DUCK AND FRIENDS

It's time for a change of pace this month. Along with *Donald Duck and Friends*' usual vintage Carl Barks tale, we're featuring a classic by two Silver Age stalwarts: Vic Lockman and Tony Strobl, longtime favorites with baby boom-era Disney aficionados.

Lockman's 1960s stories were characterized by fanciful whimsy: replete with magic and mad inventions, they took place in a Duckburg where every citizen—even Scrooge—could and did behave with a childish impulsiveness. Alliteration and rhyme ruled characters' voice balloons: a compliment was "yay for you," a put-down "phooey to youie." Finally, Lockman loved to press background props into service for something other than their intended purpose—a submarine as a paddywagon, a silo as a scarecrow.

Tony Strobl, meanwhile, cut his teeth drawing 1950s Disney stories in a loosely Barks-inspired style. A decade later, Strobl came more fully into his own, developing a more stylized look reminiscent of then-current TV animation.

Dating from 1966, "Og's Iron Bed" not only shows Lockman and Strobl in their prime; it also adds an uncommonly clever attention to detail. While the name "Og, King of Bashan" might suggest a typical club-wielding comics warlord, Og is actually a figure from Hebrew and Islamic scripture. Featured in the Biblical book of Deuteronomy, the giant Amorite king refused to let Moses' Israelites pass through his territory. Thus began the battle of Edrai: a war that didn't go Og's way.

Interestingly, Lockman's Biblical references extend to other elements of the Og story. Confronted by imposing soldiers, our heroes "feel like... grasshopper[s] in comparison": a reference to the Israelite spies of Numbers 13:33, who claimed to have reacted that way upon merely meeting the Amorites.

— *David Gerstein*

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Donald Duck **HIGH WIRE DAREDEVILS**
Story & Art: Carl Barks
(WDCS 49, October 1944)
Color: Susan Daigle-Leach

Donald Duck **OG'S IRON BED**
Story: Vic Lockman
Art: Tony Strobl
(DD 109, September 1966)
Color: Barry Grossman

Goofy **LIGHT THE FIRE**
Story: Kristian Højsteen
Art: Marsal Abella Bresco
Dialog: David Gerstein
Color: Egmont & Michael Kraiger
Lettering: Susie Lee

Front cover art by Tony Strobl, color by Sue Kolberg

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WALT DISNEY *presents*

Donald Duck

I WONDER WHERE THE KIDS ARE? I HAVEN'T SEEN 'EM ALL DAY!

THEY'RE NOT IN THEIR CAVE!

GOPHER CLUB

AND I DON'T SEE 'EM IN THE STABLE — OH! OH!

THUD

THEY'RE IN THE EMPTY HAYLOFT! WONDER WHAT THEY'RE UP TO?

WOW! THIS IS HARD TO DO!

ARE YOU KIDS TRYIN' TO BREAK YOUR NECKS?

DON'T STOP US, UNCA' DONALD! WE'RE GONNA BE TIGHT-WIRE WALKERS!

SO THAT'S IT? I'LL HAVE A LOT OF FUN TAKING THAT IDEA OUT OF THEIR HEADS!

HOW AM I DOIN', UNCA' DONALD?

PRETTY GOOD! BUT YOUR POLE NEEDS ADJUSTING! LET ME FIX IT!

I'LL SLIP THESE BALL BEARINGS INSIDE THE POLE! THEY'LL **FIX** IT! HEH! HEH!

HEY! THERE'S SOMETHIN' ROLLING FROM ONE END OF THE POLE TO THE OTHER!

CLINK CLINK

WHAT DID YOU PUT IN IT, UNCA' DONALD?

CLANK CLUNK CLINK

UNCA' DONALD HAS BEEN UP TO SOME OF HIS DIRTY WORK!

IT WON'T BE LONG NOW!

TRY TO LAND IN THE NET, LOUIE!

THUD

JUST WHAT I'VE BEEN WAITIN' FOR!

YOU NEED PRACTICE! GO BACK UP AND LAND AGAIN!

FLIP

SPLAT

UNCA' DONALD, YOU'RE JUST WASTING OUR TIME!

LET LOUIE GET BACK TO HIS BALANCING!

FLIP

AW, LET HIM PLAY A WHILE! YOU KIDS WORK HIM TOO HARD!

THIS OLD WAY CHUTE WILL GET RID OF YOU!

CLICK

SO YOU CAN'T TAKE A LITTLE KIDDING, HUH!

WELL, I'LL SEE THAT YOU DON'T BECOME WIRE WALKERS! AND THAT'S **NOT** KIDDING!

GET YOUR JUNK OUT OF MY HAYLOFT! AND DON'T EVER MENTION WIRE-WALKING AGAIN!

WELL, THERE GOES OUR CHANCE

TO BE A FAMOUS VAUDEVILLE TEAM!

WE AREN'T LICKED YET!

GET OUR NET DOWN WHILE I ROLL UP THE WIRE! WE'LL PRACTICE IN THE WOODS IF WE HAVE TO!

THE WORLD SHALL HEAR

OF US STUBBORN

LITTLE DUCKS!

SEVERAL DAYS LATER!

I MUST HAVE CURED THE KIDS OF THEIR WIRE WALKING! THEY HAVEN'T BEEN IN THE STABLE ALL WEEK!

WAK! WHAT'S THIS?

AMATEUR NIGHT
GLOBE THEATER

5 BIG ACTS FOR CASH PRIZES

TODAY ONLY MATINEE

WIRE WALKERS
HUEY, LOUIE & DEWEY DUCK

TAP DANCING — MI

BELL RINGING — SWI

JUG BAND — SI, JOSH, & RU

HOG CALLING — ARKY WR

I'LL BE DOGGONED!

THE KIDS'LL MAKE FOOLS OF THEMSELVES! I WANT TO BE THERE TO SEE IT!

RIGHT IN THE FRONT ROW, WHERE I CAN GIVE 'EM THE RAZZBERRY!

LADIES AND GENTLEMEN, I GIVE YOU THOSE PHENOMENAL WIRE WALKING WIZARDS, THE DUCK BROTHERS!

PHOOEY!

WE'VE GOTTA BE GOOD!

UNCA' DONALD'S IN THE FRONT ROW!

THE CROWD IS APPLAUDING!

I'LL BE DOGGONED— THEY'RE GOOD!

THE WINNERS ARE CHOSEN!

FIRST PRIZE OF FIVE DOLLARS GOES TO THE WIRE-WALKING TEAM OF HUEY, LOUIE, AND DEWEY DUCK!

WHAT THEY CAN DO, I CAN DO BETTER! I'LL PICK UP SOME OF THAT EASY MONEY, MYSELF!

WHEN THE KIDS ARRIVE HOME THEY FIND DONALD, WITH ONE FOOT TIED TO A WIRE, LEARNING TO BALANCE!

LOOKOUT FOR

THAT WINDMILL,

UNCA' DONALD!

WE TOLD

YOU

SO!

CRACK

BLAT

SPLAT

BIFF

BAM

I'VE GOTTA UNSNAP THIS ROPE AND DROP!

I'LL CLOSE MY EYES AND HOPE I LAND ON SOMETHING SOFT!

WONDER WHY I HAVEN'T HIT THE GROUND?

I DARE YA TO TELL UNCA' DONALD HE'S ALL WET!

YOU'RE TOO RECKLESS TO BE A WIRE WALKER, UNCA' DONALD!

I NEVER GIVE UP! I'LL LEARN HOW, EVEN IF IT TAKES A COUPLE OF HOURS!

ONE HOUR AND TWENTY MINUTES LATER!

I'M GOOD ENOUGH NOW TO GO AFTER THE BIG MONEY — AND I MEAN **BIG** MONEY!

YOU'RE LOOKIN' AT DAREDEVIL DONALD, KING OF THE BIG TIME!

PACK OUR GRIPS, BOYS! WE'RE HEADIN' FOR BUFFALO, NEW YORK!

BUFFALO, NEW YORK!

WHAT'RE YOU GONNA DO THERE?

I'M GONNA WALK A TIGHT WIRE ACROSS NIAGARA FALLS!

I WONDER WHAT MADE 'EM FAINT?

AT NIAGARA DONALD GETS EVERYTHING READY FOR THE DANGEROUS EVENT!

HOW MANY TICKETS HAVE WE SOLD, DEWEY?

NINE THOUSAND AND TWENTY-TWO, UNCA' DONALD!

OH BOY, I'M RICH! IS THE WIRE TIGHT, HUEY?

LIKE A BOWSTRING, UNCA' DONALD!

THIS IS GONNA BE A LOT TOUGHER THAN I THOUGHT! MAYBE THIS ISN'T SUCH EASY MONEY, AFTER ALL!

YIPPEE! BRAVO! HOORAY!

IT'S KINDA WINDY OUT HERE!

I HAVE TO LEAN INTO THE WIND— HOPE IT DOESN'T STOP SUDDENLY!

YEEK!

SAFE! BUT THAT'S A STORM COMING! IF LIGHTNING HITS THIS WIRE —!

I'LL HAVE TO BEAT IT BACK TO THE BANK!

YOWK

POOR UNCA' DONALD!

HE CHEATED! HE DIDN'T WALK ACROSS!

THROW HIM OVER THE FALLS!

THE CROWD IS VERY ANGRY, UNCA' DONALD!

YOU WILL HAVE TO TRY AGAIN!

I HAVEN'T ANOTHER POLE! I'D BETTER PUT GLUE ON THIS ONE SO I WON'T DROP IT OUT THERE!

EVERYTHING IS GOIN' SWELL — SO FAR!

NOW WHAT? — OH, OH! A CLOUD OF GRASSHOPPERS!

THERE'S THOUSANDS OF 'EM STUCK ON THE POLE!

POOR UNCA' DONALD!

A FLOCK OF BIRDS

HAS SWOOPED DOWN ON THE GRASSHOPPERS!

SCRAM, YOU DUMB CHIRPS! YOU'LL GET STUCK ON THE POLE, TOO!

THIS IS RIDICULOUS!

HELP HELP

WE WILL SAVE YOU, UNCA' DONALD!

THE CROWD IS AWFULLY MAD

'CAUSE YOU DIDN'T WALK ACROSS!

RRR

LET 'EM SQUAWK! I'VE GOT THEIR TICKET MONEY — WE'RE RICH!

THAT'S WHAT YOU THINK, DUCK! YOU'LL RETURN OUR DOUGH OR I'LL CUT THIS WIRE!

STOP WALKIN' THOSE DOGGONE RAILS! YOU MAKE ME NERVOUS!

DUCKBURG 209½ MILES

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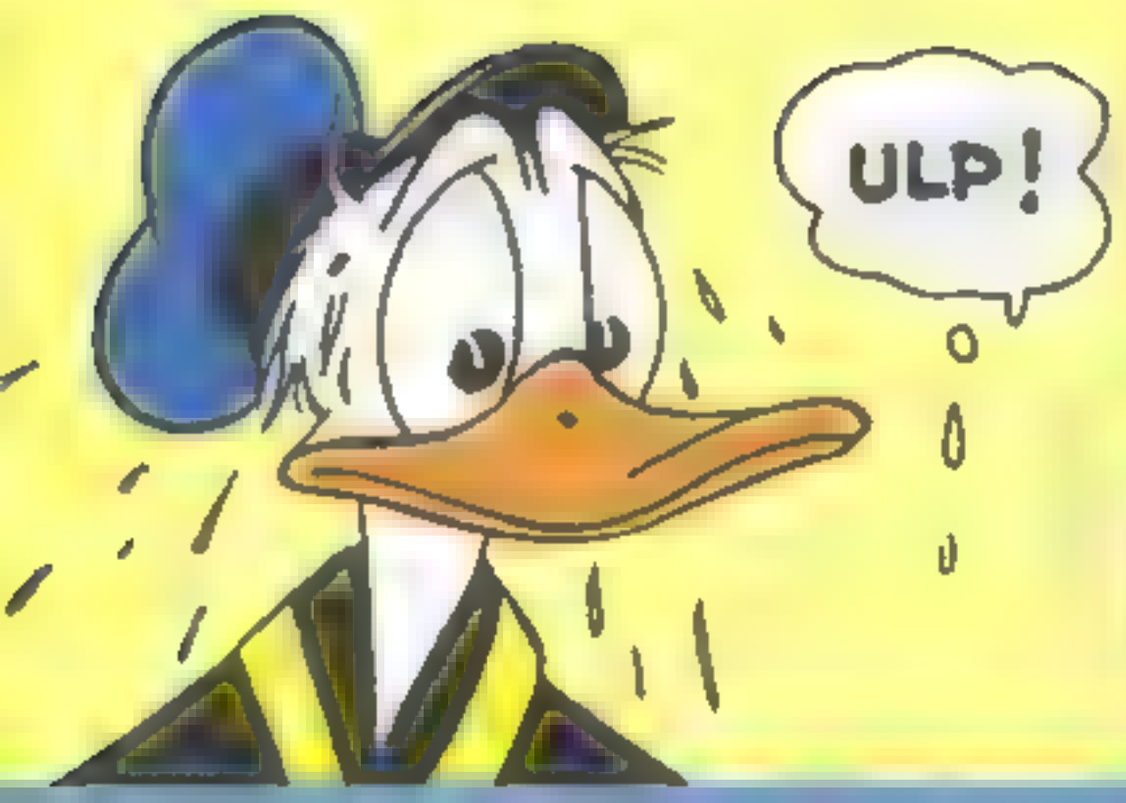

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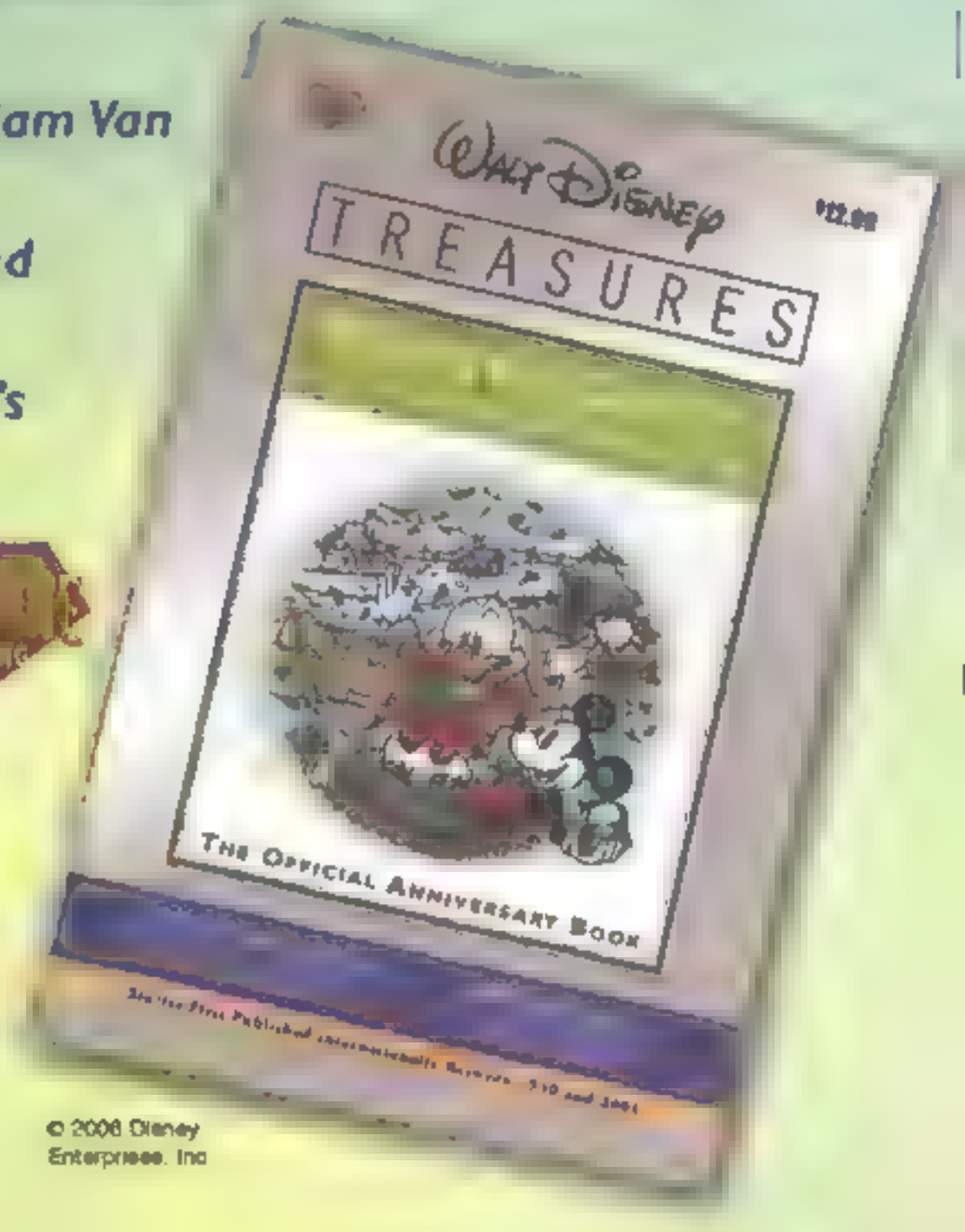

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presents

WALT DISNEY TREASURES
VOLUME ONE

Available August 2006

(Any similarity between this book and the Disney DVDs you love to collect is purely intentional!)

Walt Disney

DONALD DUCK

OG'S IRON BED

WE'RE PASSING EMIL AT THE RATE OF A DECADE PER SECOND...

ULP! THAT'S A HEFTY HOUR-HAND HARPOON!

HOW COULD AN OLD IRON BEDSTEAD GET DONALD AND HIS GANG INTO SUCH A FANTASTIC ADVENTURE?

COME ALONG AND SEE...

IT ALL STARTED ONE DAY IN DUCKBURG, LIKE THIS...

WAK! I BID $100 FOR THAT *IRON BEDSTEAD!*

Ye Auction HOUSE

HUH? THAT'S *UNCLE SCROOGE!*

I BID $200!

AND THERE'S EMIL EAGLE, THE EVIL INVENTOR!

$200? MUST BE A PRETTY *FANCY* IRON BED!

OH, YEAH? *LOOK* AT IT!

IT'S A BIG, RUSTY, BEAT-UP OLD THING!

ER... THEN IT MUST BE AN *ANTIQUE!*

RIGHT YOU ARE, DONALD!

I BID $300!

THAT OLD BEDSTEAD WAS DUG UP FROM THE RUINS OF ANCIENT BASHAN ... AND IT *MIGHT BE VERY, VERY VALUABLE!*

$400!

IF IT COULD EVER BE PROVEN TO BE THE ACTUAL IRON BED OF *OG, KING OF BASHAN,* IT'D BE WORTH A LOT TO A HISTORICAL MUSEUM!

JUST WHAT DO YOU MEAN BY A *LOT?*

$

$

$

$

A MILLON DOLLARS!!

SOLD TO SCROOGE McDUCK FOR ONE MILLION DOLLARS!

CLACK!

CRASH!

ER... I HOPE THAT WASN'T SOMETHING *VALUABLE* THAT FELL!

YES, IT WAS *UNCA SCROOGE!*

HE'S UNACCUSTOMED TO BEING A *BIG SPENDER!*

AND SO, SCROOGE BECOMES THE ONLY DUCK IN THE WORLD WITH A MILLION-DOLLAR IRON BEDSTEAD.

(GROAN!) AND IT'S ALL YOUR FAULT FOR TALKING TO ME DURING THE BIDDING, DONALD!

R-RING!

R-RING!

I WISH I COULD HELP YOU!

HA-HA-HA-HA-HA!

HO-HO-HO! HEE-HAW!

:SIGH!: I'M THE *LAUGHING-STOCK* OF ALL THE MUSEUMS!

BUT *ONE* PERSON IS *NOT* LAUGHING... EMIL EAGLE, THE EVIL INVENTOR...

GRR!

SCROOGE MUST HAVE *PROOF* THAT THAT'S OG'S IRON BED OR HE NEVER WOULD HAVE PAID A *MILLION* FOR IT!

IF I COULD ONLY GET IT AWAY FROM HIM! HMMM... MY PLANS FOR A *TIME MACHINE* THAT NEVER GOT BUILT!

HOO! IF I COULD GO BACK TO THE TIME OF KING OG AND STEAL THAT IRON BED, SCROOGE WOULD FIND HIMSELF EMPTY-HANDED *TODAY!*

HEE-HEE! AND I'LL BECOME A MILLIONAIRE BY SELLING IT TO A PRESENT-DAY MUSEUM!

MEANWHILE, SCROOGE IS ALSO THINKING...

THE ONLY WAY I'LL EVER GET MY MILLION OUT OF THAT BED IS TO *PROVE* THAT IT BELONGED TO KING OG!

I'LL NEED THE HELP OF A *SCIENTIFIC-TYPE*...

YOO-HOO! GYRO GEARLOOSE! YOO-HOO!

INVENTIONS INVENTED by the LAB-FULL!

So...

ALL YOU NEED IS A CAMERA AND TWO OR MORE WITNESSES!

A CAMERA?

YES! ...OF COURSE, IT'S OF NO USE WITHOUT MY *CENTURY-SAILER!*

HUH?!!

SEE? ON MY CENTURY-SAILER YOU CAN SAIL BACK THROUGH TIME TO AROUND 1400 B.C. WHEN OG WAS KING OF BASHAN!

A MARITIME-TYPE TIME MACHINE!

THEN ALL WE DO IS TAKE A PICTURE OF KING OG IN BED AND WE'VE GOT OUR PROOF!

PROVIDING, OF COURSE, THAT IT IS THE SAME BED YOU JUST BOUGHT!

C'MON... ALL ABOARD!

OH, BOY! YOU MEAN *WE* GET TO GO *WITH* YOU, UNCLE SCROOGE?

NO! YOU GO *FOR* ME, FELLAS! *MY* TIME IS *TOO VALUABLE* TO WASTE GOING *BACKWARDS!*

WELL, ER... OKAY! I GUESS I OWE IT TO YOU!

I'LL WIND 'ER UP!

CLICK! CLICK! CLICK!

HOLD TIGHT FOR A TIME-RENDING BLAST-OFF!

ER...TRY TO AVOID THE BIG SLAUGHTER!

TICK-TOCK-TICK-TOCK:

WHAT BIG SLAUGHTER?!

WHY, DON'T YOU KNOW YOUR ANCIENT HISTORY, DONALD? THE KINGDOM OF BASHAN WAS...

CHIME!

OH, WELL... YOU'LL SOON FIND OUT!

WE'RE NOW SAILING BACK THROUGH TIME AT A MILLENNIUM PER MINUTE!

MILLIE-WHO?

THAT'S A *THOUSAND YEARS*, UNCA DONALD!

SAY...WHAT'S THAT *NOISE*?

KCOT-KCIT! KCOT-KCOT!

KCOT - KCOT!

YOU MEAN *KCOT-KCIT*? WHY, THAT'S *TICK-TOCK* GOING *BACK-WARDS*, OF COURSE!

KCOT-KCIT!

OF COURSE!

KCOT-KCIT!

HEY...*ANOTHER* VESSEL AHEAD! WAK! LOOK *WHO* IT IS!!

IT'S EMIL EAGLE, THE EVIL INVENTOR... PADDLING ALONG IN A CONVERTED GRANDFATHER'S CLOCK!

HE WAS BIDDING FOR OG'S IRON BED AT THE AUCTION, TOO!

:GRAK!:

HUMPH! WE'RE PASSING EMIL AT THE RATE OF A DECADE PER SECOND!

A DECADE IS *TEN YEARS*, UNCA DONALD!

OH, HUSH!

WAK! WE'RE BEING FIRED UPON!!

BONG!

:ULP!: THAT'S A HEFTY HOUR-HAND HARPOON!

HUH? IT... IT *VANISHED!*

YES! WE'RE *YEARS* AHEAD OF IT ALREADY!

POING!

HOLD ON, NOW... I'M STEERING US INTO A 1400 B.C. BASHAN LANDING!

I SEE MOUNTAINOUS TERRAIN!

A PERFECT LANDING!

BUT WE SURE STARTLED THIS BIG FARMER!

AI-YI! THIS MUST BE THE DREADED ENEMY!

♫ CHIME! ♫

WAIT... PEACE... PEACE...

BUT THERE IS NO PEACE! YOU'RE THE INVADERS!

HALP! CAPTAIN OF THE GUARDS! HALP!

:SIGH!: WHAT A JITTERY GUY!

I MUST ADMIT WE ARRIVED *SUDDENLY*... LIKE AN ATTACK!

OH-OH! LOOK AT THE SIZE OF THE SOLDIERS!

I—I FEEL LIKE A GRASSHOPPER IN COMPARISON!

I'M T-TOO SCARED TO EVEN *HOP!*

GONG!

YAHOO! SAVED BY THE SUDDEN ARRIVAL OF ANOTHER ENEMY!

HEH! EMIL EAGLE SURE STOPPED *THEIR* CLOCK!

CMON... LET'S HEAD FOR THAT WALLED CITY AND TRY TO MAKE A BETTER IMPRESSION *THERE!*

IT'S EVERY BIRD FOR HIMSELF, EMIL!

UGH!

WAK! GYRO...THIS IS NO TIME TO STOP FOR A *SNACK!*

TUT-TUT! I'M NOT PICKING THESE POMEGRANATES FOR *MYSELF,* DONALD...

THEY'RE FOR KING OG! WATCH...I'M COVERING THEM WITH LIQUID GILT!

HEH! I'M SURE A PEACE OFFERING OF *GOLDEN* POMEGRANATES WILL GAIN US ADMITTANCE TO HIS HIGHNESS!

21-KARAT BRILLIANT OF YOU, GYRO!

So...

WHAT *TREASURES!* ER...YOU SAY YOU'RE FROM *DUCKBURG!* I NEVER HEARD OF THE PLACE!

WELL, IT'S A LONG WAYS FROM HERE!

WHICH REMINDS ME... WE'RE TIRED FROM OUR JOURNEY! CAN YOU LODGE US FOR THE NIGHT?

YES, BUT I MUST WARN YOU...WE'RE BEING INVADED BY A POWERFUL ENEMY! YOU MAY HAVE TO BEAR ARMS WITH US!

ER...WE'LL TAKE THAT CHANCE!

GONG!

SHOW THESE DUCKBURGERS TO THE GUEST CHAMBERS!

YES, O MIGHTY KING OG!

SST! HERE'S WHAT WE'RE LOOKING FOR! THIS MUST BE *KING OG'S BEDROOM!*

OG

THIS WAY, DUCKBURGERS!

IF YOU WANT ANYTHING, STRIKE THE GONG!

THANKS!

¡ULP! MAYBE WE'RE ON A WILD BEDSTEAD CHASE...*LOOK!*

...NOT *ANY* KIND OF BEDSTEAD! JUST MATS AND BOLSTERS ON THE FLOOR!

IT'S *CUSTOMARY* FOR THIS PERIOD, DONALD...

THE IRON BEDSTEAD OF OG, KING OF BASHAN, WAS NOTED IN HISTORY BECAUSE IT WAS AN *ODDITY!*

WHEW!

CLANG! CLANK! CLANG!

NOW WHAT?

MORE METAL FOR SWORDS... HURRY!

BLACKSMITHS, FEVERISHLY AT WORK!

WE'RE SITTING ON A *POWDER KEG!*

WE'LL HAVE TO MOVE FAST!

C'MON... THE COAST IS CLEAR NOW! LET'S CHECK ON *OG'S BED*...

YAHOO! THIS IS IT! IT'S IDENTICAL WITH THE BED SCROOGE BOUGHT AT THE AUCTION!

HOLD IT, UNCA DONALD... PHOTOS OF THE BED BY ITSELF MEAN LITTLE...

FLASH!

...BUT A PICTURE OF *KING OG* IN THIS *IRON BED-STEAD* IS WHAT WE *NEED!*

WELL, I HOPE HE'S THE EARLY-TO-BED TYPE!

LET'S TAKE A PEEK INTO THE THRONE ROOM!

AHEM! YOU LOOK TIRED, KING OG! WHY DON'T YOU HOP IN BED?

NO, NO... I'LL BE UP ALL NIGHT WORRYING OVER THE COMING BATTLE!

THUD WENT MY HEART!

HMM... WHAT'S THE JSE IN WORRYING, KING...

WE KNOW A *MAGICIAN* WHO CAN TELL YOU HOW THE BATTLE WILL TURN OUT!

WE *DO*?

YOU *DO*?

WAIT JUST A MINUTE, PLEASE!

WHAT ON EARTH ARE YOU KIDS UP TO?

BACK TO OUR ROOM, QUICK!

WRAP THE *DRAPERY* AROUND YOURSELF, UNCA DONALD...

...AND HIDE THE *CAMERA* UNDER IT...

...AND THEN... BZZ... BZZ...

YEA, TEAM!

AND SO...

O KING... YOU MUST LAY YOUR HEAD UPON YOUR BED, AND I SHALL GIVE YOU A VISION...

ALL RIGHT, MYSTIC ONE!

I CAN HARDLY WAIT TO FIND OUT HOW THE BATTLE COMES OUT!

OG

JUST LAY DOWN WHILE I...

AI-YI!

MY IRON BEDSTEAD IS GONE!!

WAK! WHO'D DO A THING LIKE THAT?

EH? IT'S YOU...YOU WERE TRYING TO FOOL ME!

L-LEGGO...

BONG!

GOOD! THAT WILL BRING MY GUARDS!

YES, YOUR HIGH... AI-YI! THIS IS ONE OF THE INVADERS WHO CAME IN A METAL SHIP EARLIER!

ARREST HIM!

NOT SO FAST, FELLAS... SMILE!

FLASH!

EEK! FIREBALLS ALL OVER!

THE ATTACK IS ON!

HALP!

HEH! A LITTLE THING LIKE A *FLASHBULB* SURE CONFOUNDS THESE OLD-FASHIONED GUYS!

SST! THIS WAY, UNCA DONALD!

WE'RE GOING TO HAVE TO FLEE... MISSION *UNACCOMPLISHED!*

OH, NO! LOOK WHAT THE BLACKSMITHS ARE DOING!

EEK! MY ALL-METAL CENTURY-SAILER IS BEING DISMANTLED AND BEAT INTO WEAPONS!

CRACK!

STOP! WE NEED THAT FOR GOING HOME!

ARGH!

GUARDS! A SABOTEUR!

UGH! I'M NO MATCH FOR HIM!

TWANG!

OH-OH!

SAVED BY A TWANG!

THE ENEMY IS UPON US WITH WAR MACHINES!

TWANG!

DUCK! DUCK!

HUH? THAT'S *ME!*

AWK! A DIRECT HIT ON THE CENTURY-SAILER!

CRASH!

...BASHED INTO TIDBITS!

GULP! WE'D BETTER GET USED TO 1400 B.C.!

ALL MEN TO THE EAST WALL!

THIS IS AWFUL... JUST AWFUL!

HISTORY RECORDS THAT THE KINGDOM OF BASHAN WILL BE TOTALLY *DESTROYED!*

LOOK...WE FORGOT ABOUT *EMIL EAGLE!*

OG KING OF SHAN

I WONDER WHY HE'S RUNNING INTO KING OG'S PALACE?

TO *HIDE*, I SUPPOSE!

LET'S GIVE A SNOOP...

OOF!

BONK!

ARNK!

THE GOLDEN POMEGRANATES!

OH, *WHY* DID I LET MYSELF BE TEMPTED TO COME BACK FOR EXTRA LOOT WHEN I WAS ALL READY TO LEAVE IN MY P.M.-PADDLER?!

JUST PLAIN NASTY *GREED!*

WHERE IS YOUR TIME PADDLER, ANYHOW?

I HID IT IN THE BUSHES OUTSIDE THE WALL...

...BUT THE WHOLE CITY IS SHUT UP TIGHTER THAN A CLAM, NOW THAT THE BATTLE IS RAGING!

WE'LL HAVE TO LOWER OURSELVES FROM THE *WALL*, THEN!

QUICKLY OUR FRIENDS EXIT FROM THE BESIEGED CITY...

:ULP! HURRY...HURRY! HERE COMES THE *OUTSIDE* ENEMY NOW!

OH, THIS POKEY P.M. PUSHER...

MEANWHILE, IN DUCKBURG...

GRUMPH! I WISH THEY'D HURRY BACK WITH PROOF THAT THIS BED IS REALLY...

PLOP!

WAK! IT...IT VANISHED!!

A *MILLION BUCKS* GONE WITH THE WIND! *WHAT'S* GOING ON BACK IN *1400 B.C.*, ANYHOW?!!

WE JUST GOT BACK, UNCLE SCROOGE!

AND GOOD NEWS ...*LOOK!*

EVIL EMIL HAD STOLEN AND DISMANTLED OG'S IRON BED TO BRING BACK FOR HIMSELF...ONLY *WE* HAVE THE *UPPER HAND!*

THEN IT'S REALLY *OG'S* BED?

I CAN HARDLY WAIT TO SEE THE PICTURES!

THE...THE *PICTURES*... :ULP!:

I DIDN'T GET A SHOT OF OG IN BED DUE TO CIRCUMSTANCES BEYOND MY CONTROL!

WAK!

THEN YOU'VE GOT TO GO BACK!

NO, NO... I WON'T RISK MY FEATHERS LIKE THAT AGAIN!

HEY! LOOK!

YOU FORGOT TO *TURN THE FILM* AFTER TAKING THE FIRST PICTURE OF THE EMPTY BED!

AND YOU TOOK THE SECOND SHOT ON TOP OF THE FIRST!

A DOUBLE EXPOSURE!! YOU AMATEURISH OAF, DONALD!!

BUT UNCA SCROOGE...THIS MAY BE JUST WHAT YOU ORDERED...

AND SURE ENOUGH...

WAK! *KING OG* AND *TWO GUARDS*...THIS IS MORE THAN I BARGAINED FOR!

EVERY MUSEUM IN TOWN WANTS TO BUY *BOTH BED AND PHOTO* NOW!

...AT *YOUR* PRICE!

DONALD AND KIDS... I'M GOING TO REWARD YOU WITH SOMETHING *SPECIAL*...

AND SO...

OH, BOY! EXACT REPLICAS OF OG'S IRON BED!

DOES IT MAKE YOU FEEL LIKE OG TO SLEEP IN THAT BED, UNCA DONALD?

UG! I'LL *NEVER* SLEEP WITH THE KIND OF MEMORIES *THIS* BED RECALLS!

Walt Disney's

GOOFY in Light the Fire

WHATCHA SAY, GOOFY? HOW'S ABOUT MAKING TH' CAMPFIRE WHILE HORACE AND I PITCH THE TENT?

SHURE, MICK! AIN'T *NOBODY* CAN START A FIRE LIKE A *GOOF!*

D 97431

LATER!

FINISHED, GOOFBALL! HOW ABOUT *YOU?*

SHE'S ALL BUILT! AN' A THING O' BEAUTY TOO, B'GAWRSH!

LEMME SHOW YUH! AT THUH BOTTOM O' THUH HEAP YUH GOT YER SUPER-DRY JUNIPER KINDLIN' TWIGS...

YEAH?

...THEN UP TOP, WE SEE AN ARTISTICK'LLY PLEASIN' CEDAR CHUNK MIX, ARRANGED FER *PERFECK* VENTILATION...

NO KIDDING!

SWELL!

I'LL GO GET TH' HOT DOGS WHILE YOU LIGHT IT--

-:SLURP!:-

LIGHT IT...?! B-B-BUT-BUT...

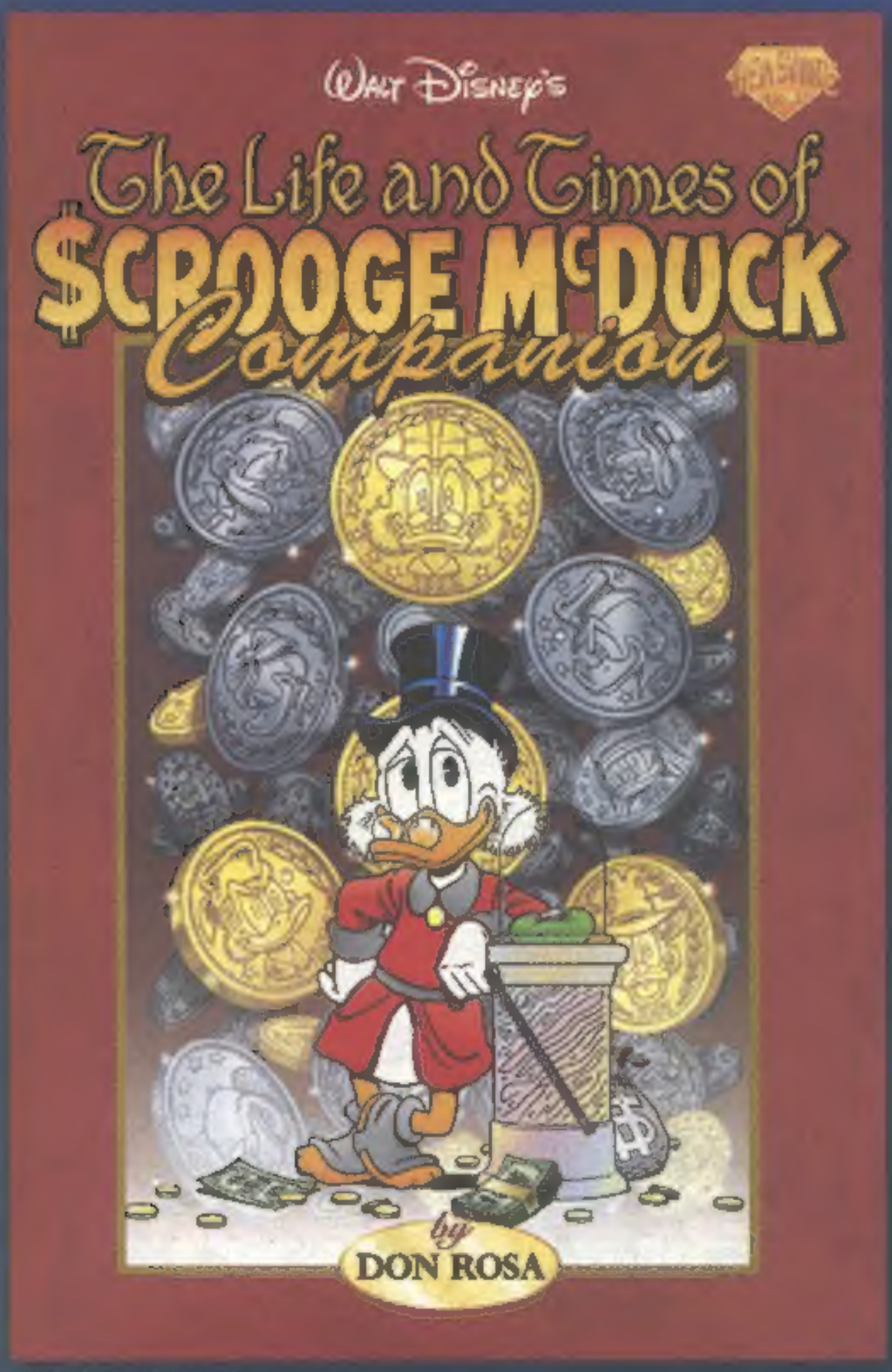
SURE IT'S *BEAUTIFUL*, GOOFY! BUT THIS IS *RIDICULOUS!*

LIGHT IT ALREADY!

BUT I DON'T WANNA *SPOIL* IT, FELLERS! SEE? WITH THIS FLASHLIGHT ON, IT ALMOST *LOOKS* LIKE IT'S BURNIN'...

Gemstone Publishing presents

More Life and Times of $CROOGE McDUCK



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You asked for them, and here they are... the prequels, the sequels, and the in-between-quels to Don Rosa's *Life and Times of Scrooge McDuck!* Filling in the gaps between the twelve original chapters are "The Cowboy Captain of the Cutty Sark" (Chapter 3B/*Uncle Scrooge* 318), "The Vigilante of Pizen Bluff" (Chapter 6B/*US* 306), "The Prisoner of White Agony Creek" (the all-new Chapter 8B!), "Hearts of the Yukon" (Chapter 8C/*Walt Disney Giant* 1) and "The Sharpie of the Culebra Cut" (Chapter 10B/*US* 332).

But wait... there's more! We've got Don's first look at Scrooge's youth—the famous flashback from "Last Sled to Dawson" (*Uncle Scrooge Adventures* 5). We've got the apocrypha: "Of Ducks and Dimes and Destinies" (Chapter 0/*US* 297) and "The Dream of a Lifetime!" (*US* 329), with the modern-day Magica De Spell and Beagle Boys wreaking havoc in Scrooge's past. And we've got the commentary—more than a dozen pages of Rosa recollections on how these classics came to be, all for only $16.99!

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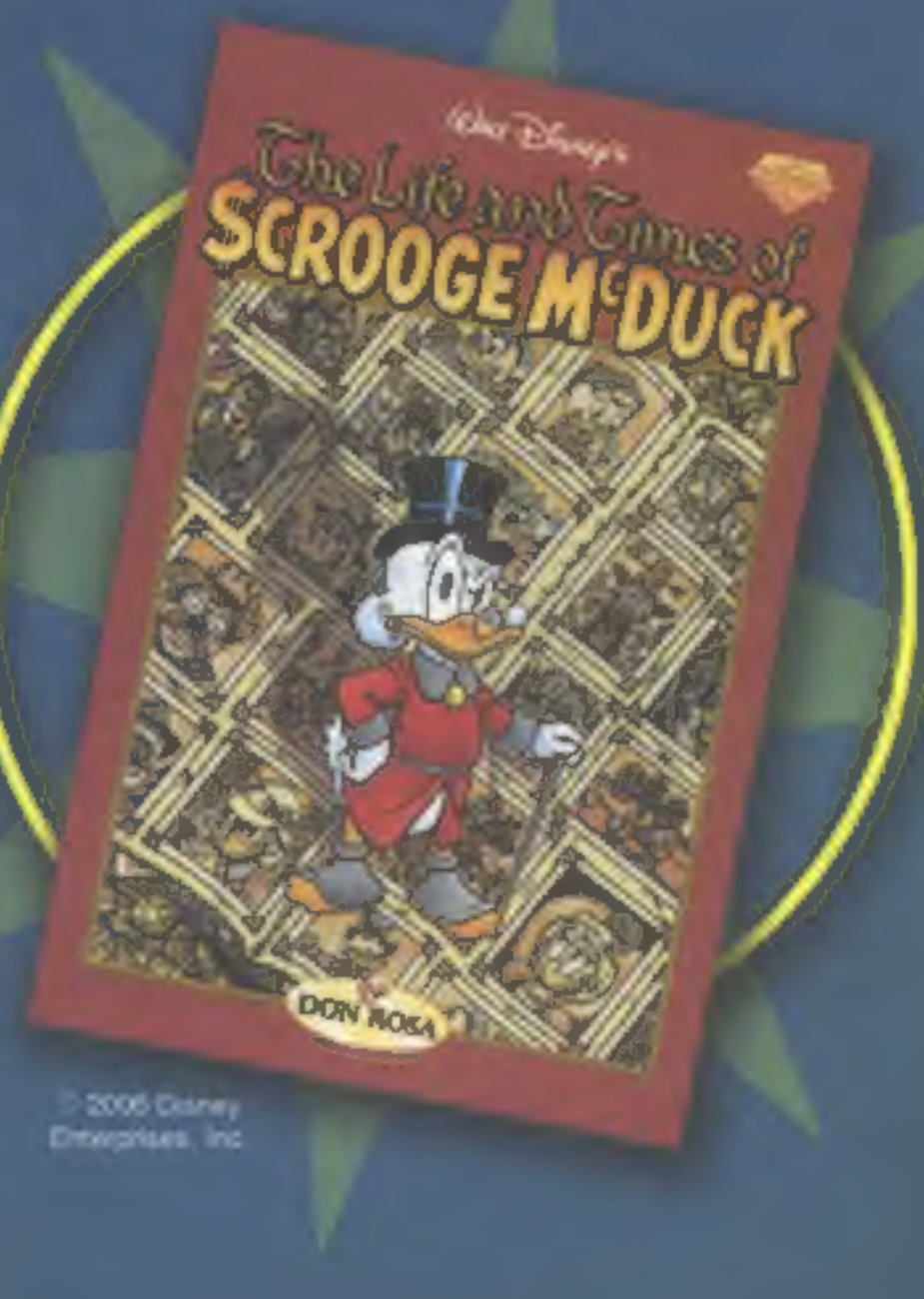

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"Next time I run for an office, I'll find out what sort of monkey business goes with it!" So says an unlucky Donald in that Easter classic, Carl Barks' "The Easter Election" in *Donald Duck and Friends* 338. Sage words from a wiser duck and another take on the old adage, "look before you leap" (or hop, as the case may be).

And speaking of sages, what a great guru story Sarah Kinney's "Guru Goofy" was. I'm not sure what kind of friend Mickey is—does he want the old Goofy back for Goofy's sake, or for his own? Much appears the latter, since "it won't be the same getting cheeseburgers without Goofy." But anyway, the story itself was great, with just enough of that Goofy goofiness to call up Murry memories of an odd but loveable Goof. Nice round-out with a new Donald mastery story, "Master of Mice." I wonder what Machiavelli would say about jailing all one's enemies in the same cell? Wonderful art by Vicar and witty dialogue from Gerstein.

Moving on to *DD&F* 339, I've been awaiting Daan Jippes' cover for "Ancient Persia" since I heard it was coming out. The guy can flat-out draw, and his representations of Barks stuff, whether it be reinterpretations of non-Barks artwork, or "covers" of the duck man's covers, are just fantastic. The old Barks original is near unbeatable, but Jippes comes close. Really pretty impressive stuff.

It goes without saying, of course, that "Ancient Persia" is a great story; as good a desert-based story as "McDuck of Arabia" and "King Scrooge the First." I notice that the mad scientist is a human being. Is this the first example of a human form in Barks' work? I seem to recall Western Publishing looking disfavorably on that kind of thing. I would be remiss if I did not acknowledge the Pat and Shelly Block six-pager in the back. A good tale, and an excellent and lighthearted follow-up to the much darker Barks lead.

—Robert Hutchings
via email

Actually, Barks' earlier "Adventure Down Under," from Donald Duck Four Color *159, August, 1947, depicted Australian Aborigines as humans. That may in fact be the first time Barks used non-dogface people in a story. But maybe not. Perhaps one of our many learned readers has some input?*

"I will be the first man to turn the here-after into last week!"—The very scary Scientist from Carl Barks' 1950 masterwork "Donald Duck in Ancient Persia," reprinted in *Donald Duck and Friends* 339. While Barks' greatest achievement is considered to be the establishing of the *Uncle Scrooge* title two years later, he was clearly at the height of his storytelling powers here. Not before or since did the master blend imagination, world geography acumen, old-school sci-fi gim-mickry, a sense of the cinematic, and outright artistic talent as he did in this epic.

The composition of the single panel on page seven, where the unnamed Scientist declares himself "Boss," is among the most dramatic ever seen in the comic-book medi-um, and that includes "deaths" of beloved characters in the various "cosmic crises" to come our way in the intervening years.

Barks' choice to depict the Scientist as a "human" rather than as the standard "dog-face" type adds a dimension of menace to the character that was missing from the equally disturbed character of "The Scarer" in his earlier "Terror of the River." As presented, the Scientist is more akin to the mysterious Bat-villain Ra's Al Ghul than to a more standard Disney character antagonist.

Even the ancients themselves, though "dogfaces," are taken more seriously as a threat due to Barks' unusual artistic decision to render them with *five* fingers and toes on each hand and foot respectively.

Of course, as in the soon-to-come "Dangerous Disguise," there is an incongru-ously coincidental "double" of Donald thrown in to both advance the plot and complicate the duck's life. But, in view of the majesty of this tale, I'm more than willing to accept that. Besides, it's easier for me to swallow than the notion of the Beagle Boys commit-ting their "first heist" as kids in 1981, accord-ing to "Payback." Either this particular grouping of B-Boys was one of an assumed many generations of "Beagle Brats" now grown... or maybe, Barks' Scientist somehow totally messed up time in his stated efforts to "...turn the hereafter into last week!"

—Joe Torcivia
via email

Look for "Terror of the River" in this year's Vacation Parade *3.*

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